

FIG. 1

FIG. 2 is a block diagram of a computer system 100. The system includes a processing unit 120, a system bus 121, and various interfaces and peripherals. The system memory 130 is divided into ROM 131 (containing BIOS 133) and RAM 132 (containing an operating system 134, application programs 135, other program modules 136, and program data 137). The processing unit 120 is connected to a video interface 190, which is connected to a monitor 191. It is also connected to an output peripheral interface 195, which is connected to a printer 196 and speakers 197. The system bus 121 connects the processing unit 120 to a network interface 170, a user input interface 160, a removable non-volatile memory interface 150, and a non-volatile memory interface 140. The network interface 170 is connected to a local area network 171 and a wide area network 173. The user input interface 160 is connected to a mouse 161 and a keyboard 172. The removable non-volatile memory interface 150 is connected to a removable non-volatile memory device 155. The non-volatile memory interface 140 is connected to a non-volatile memory device 141. The system 100 is also connected to a remote computer 180 via a wide area network 173. The remote computer 180 is connected to a remote application programs 185. The system 100 is also connected to a remote application programs 185 via a wide area network 173.

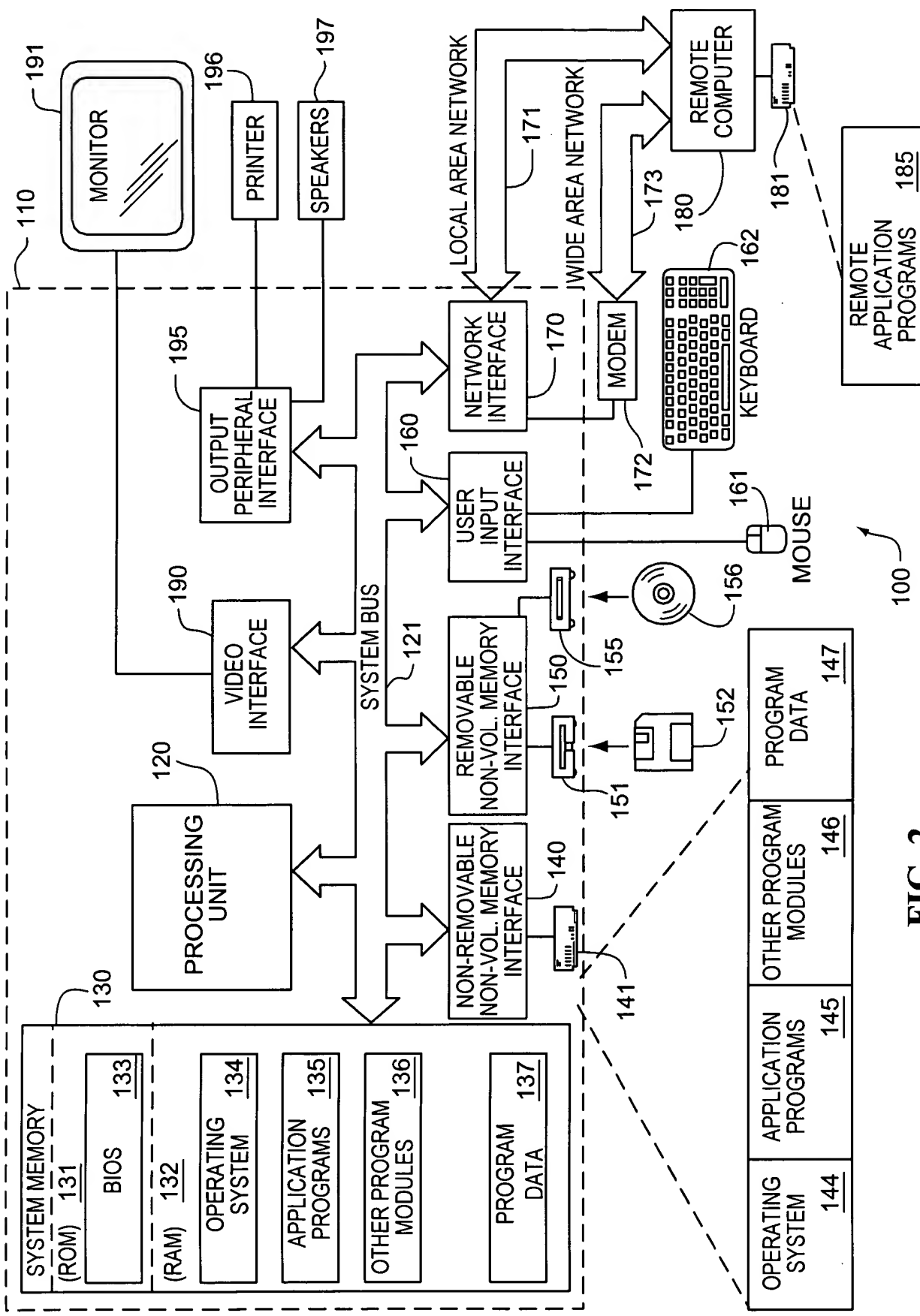


FIG. 2

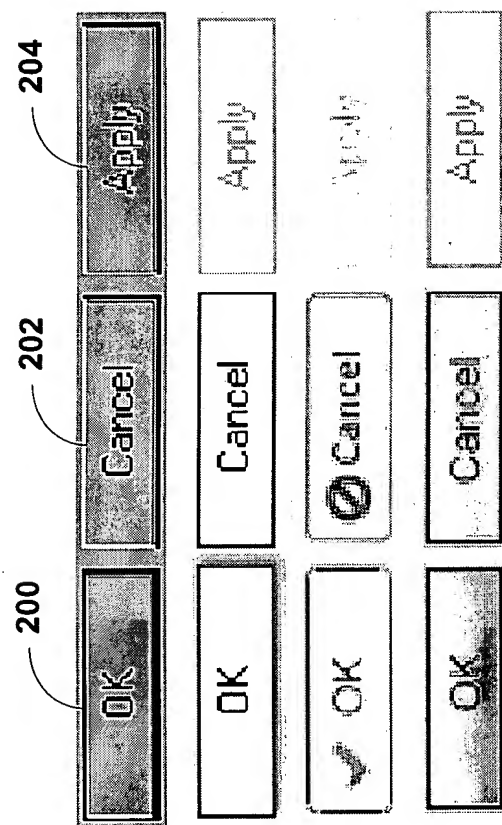


FIG. 3

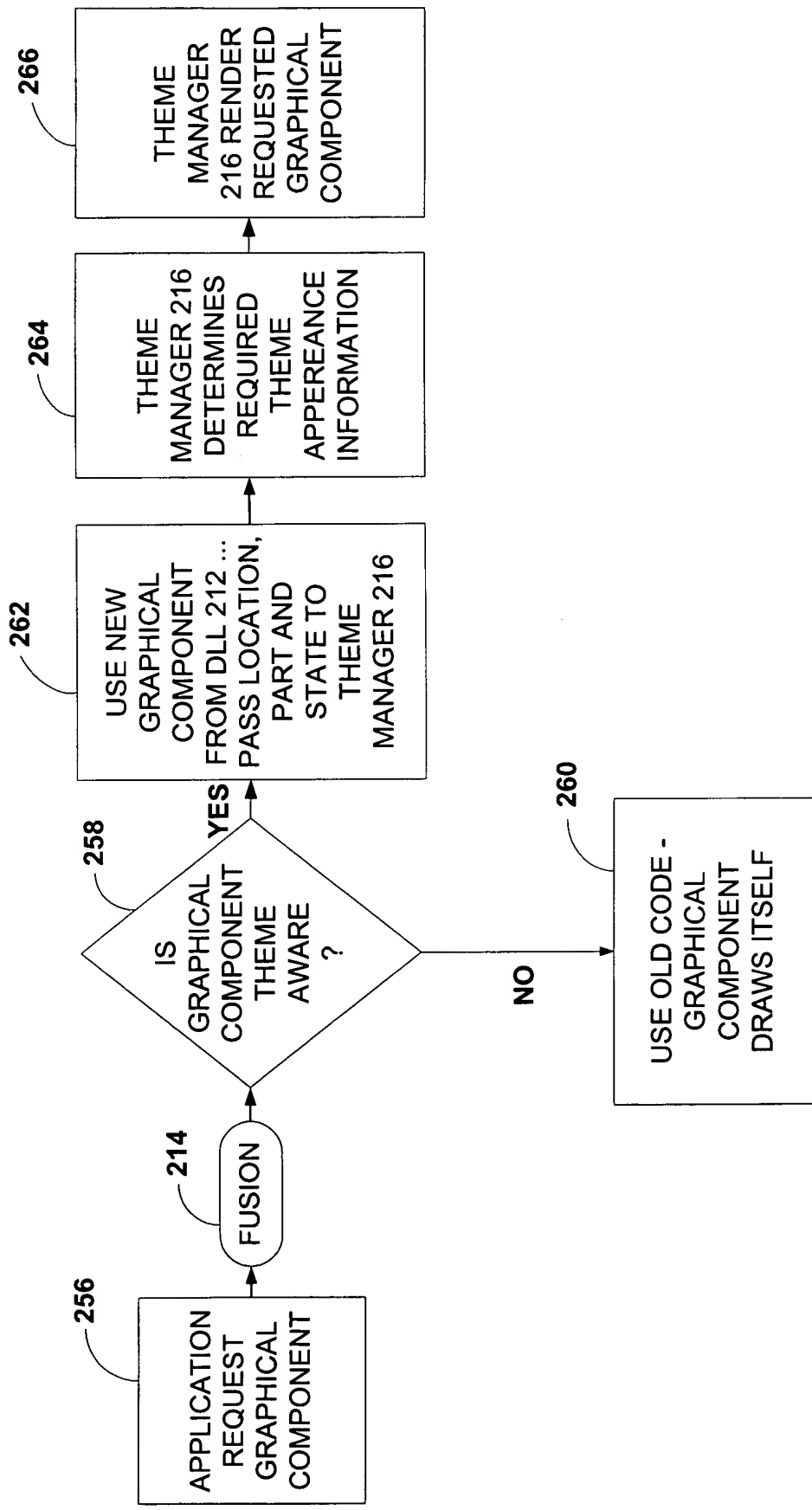


FIG. 4

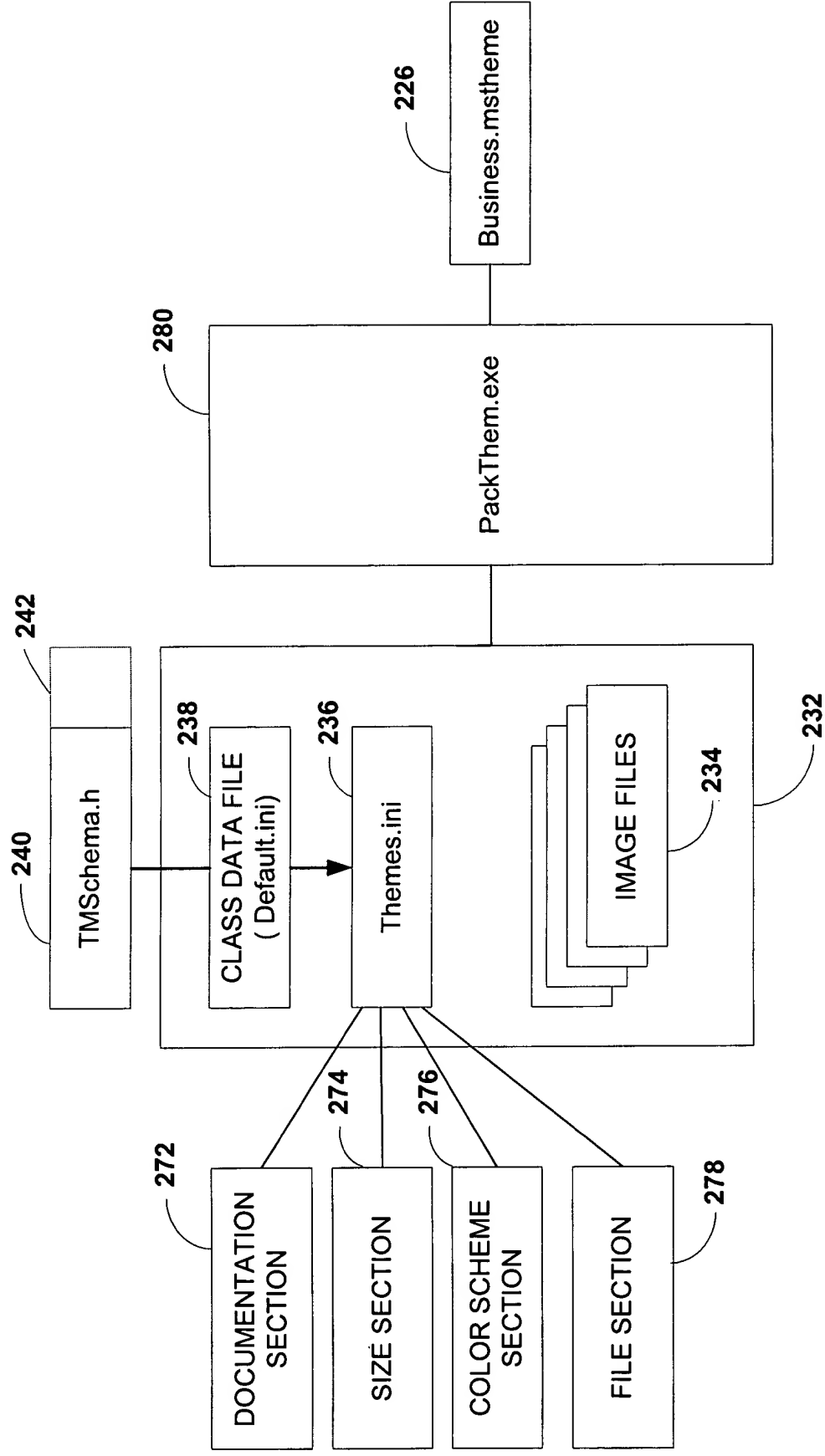


FIG. 5

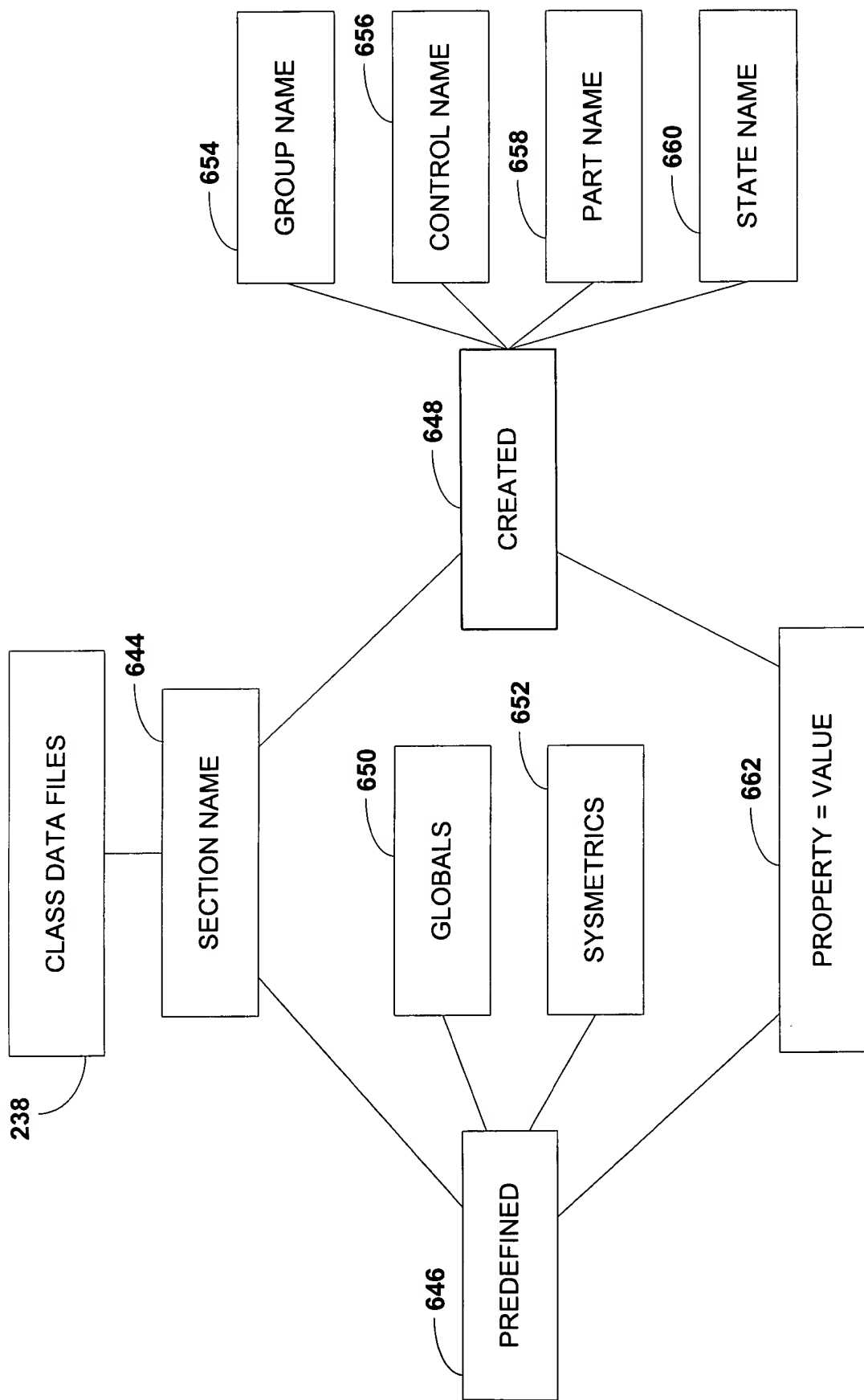


FIG. 6

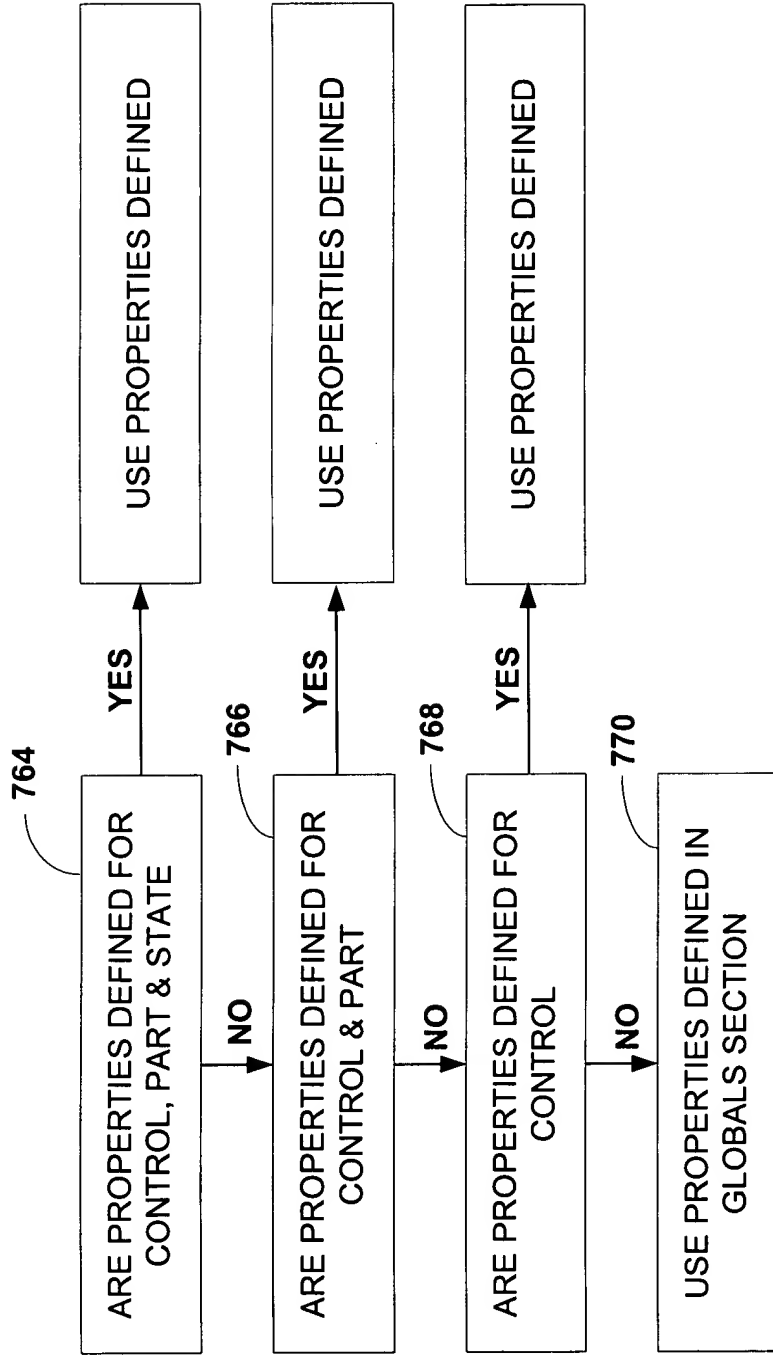


FIG. 7

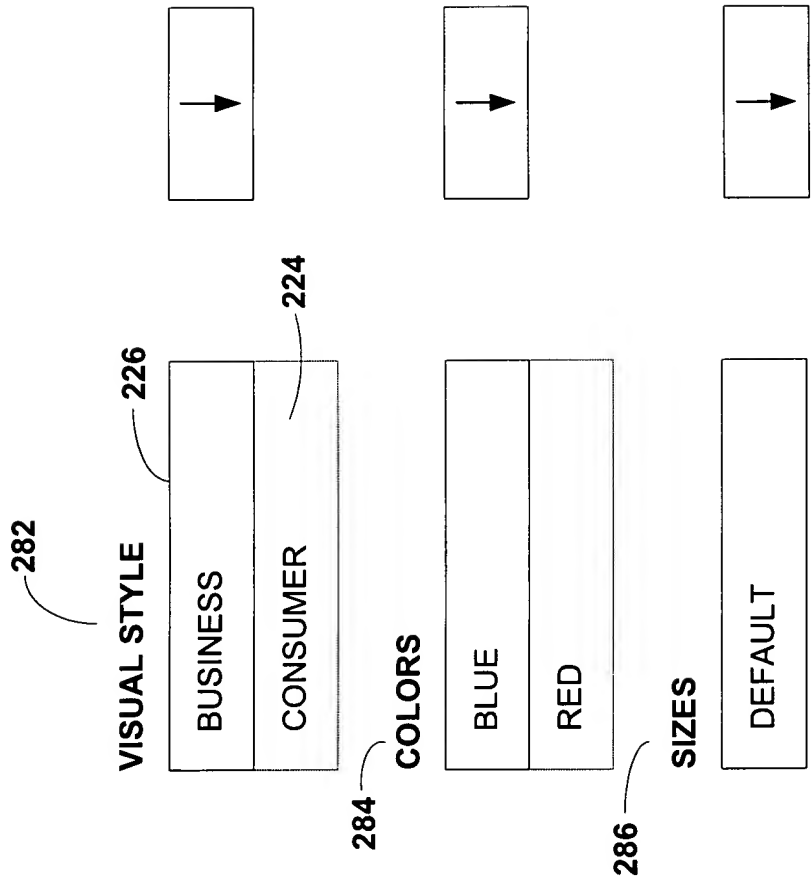


FIG. 8

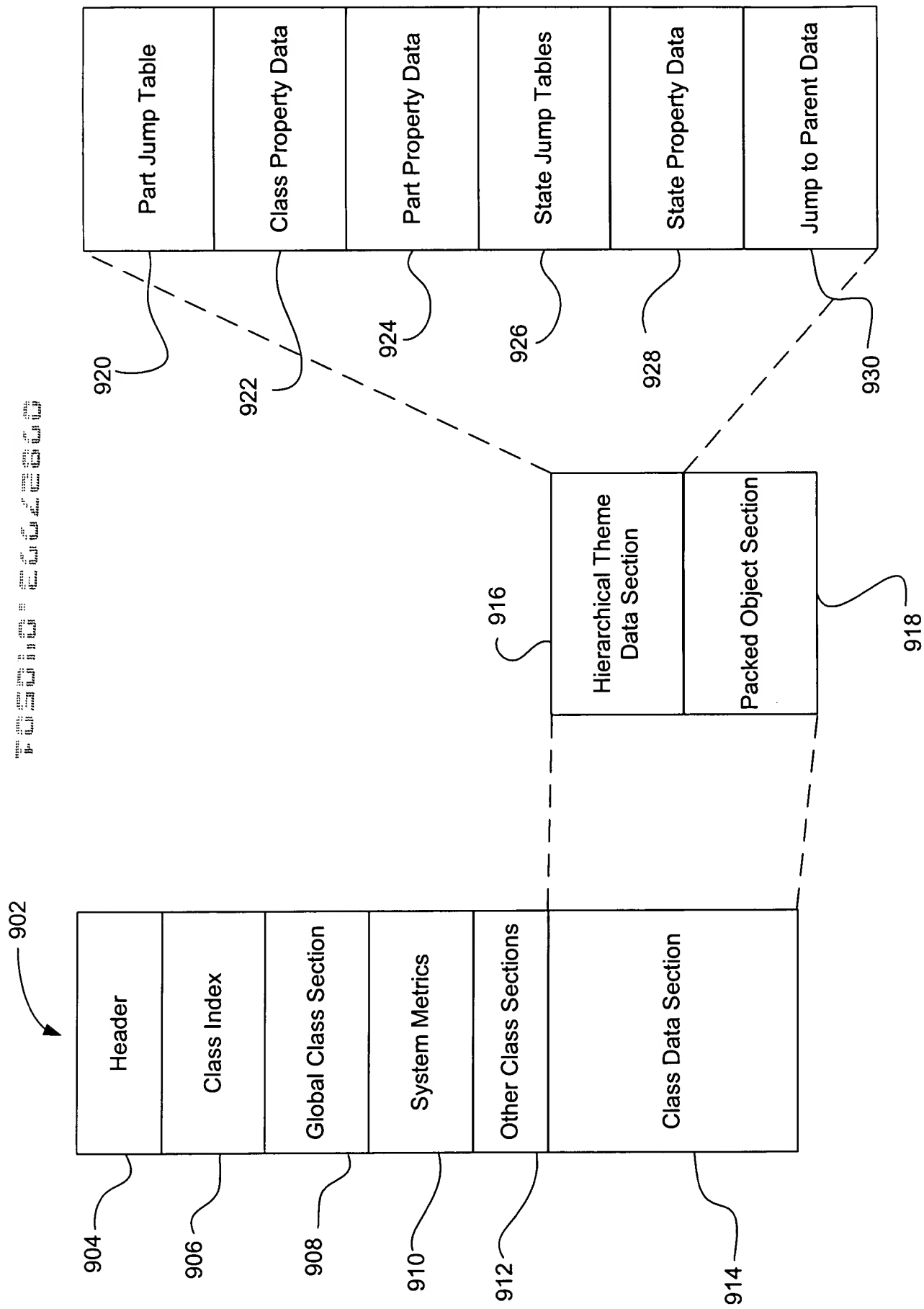


FIG. 9(a)

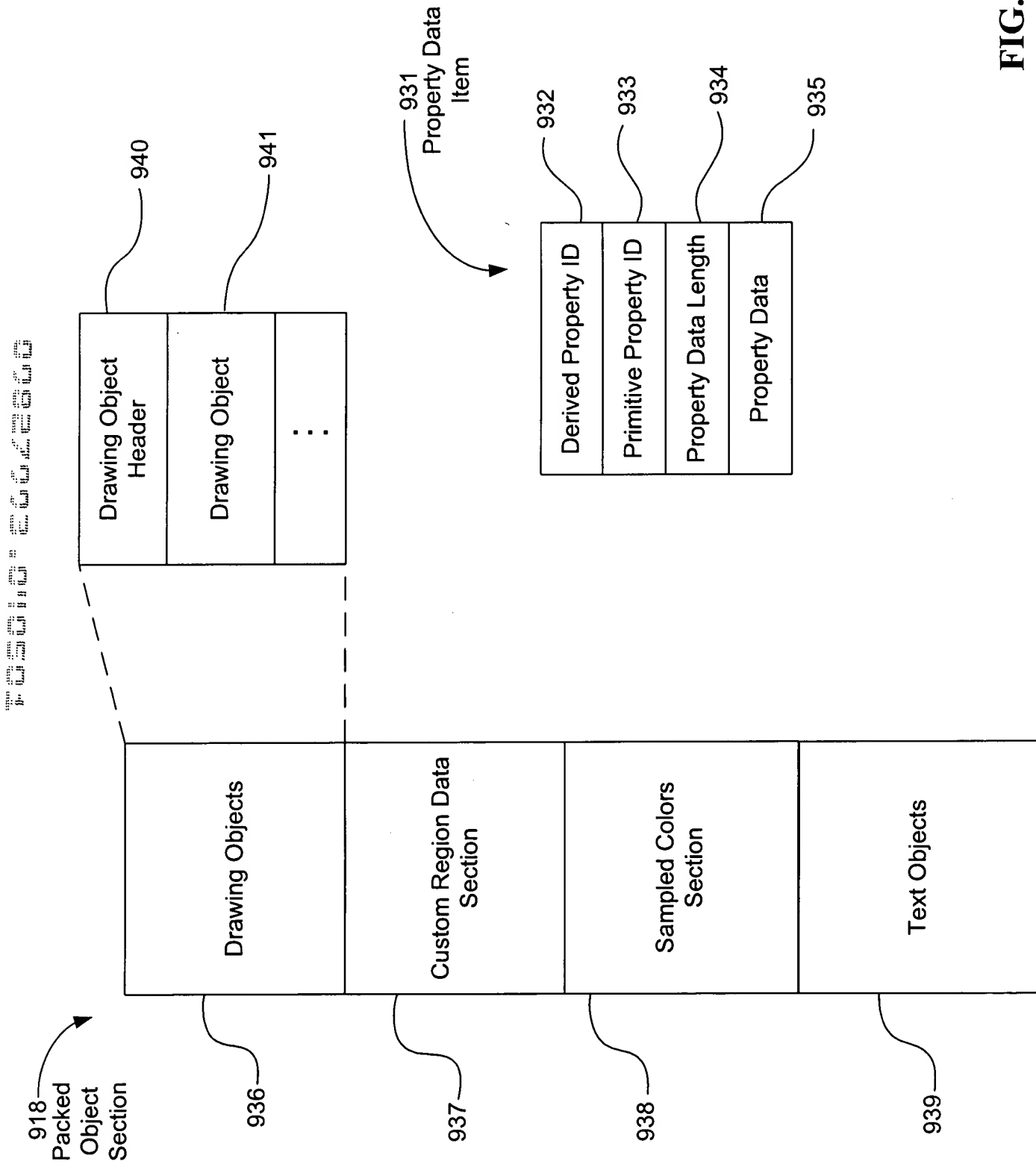
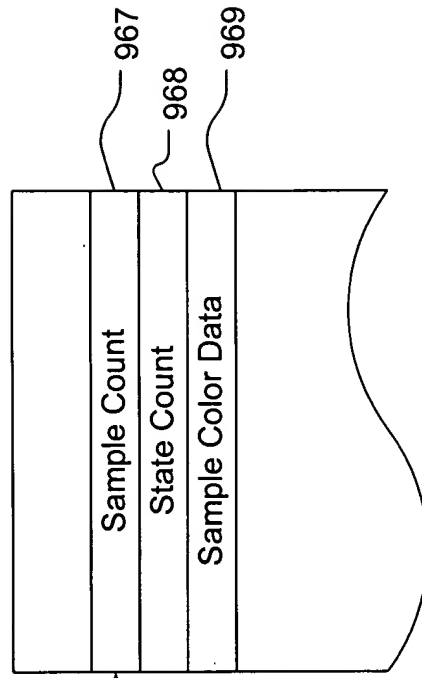
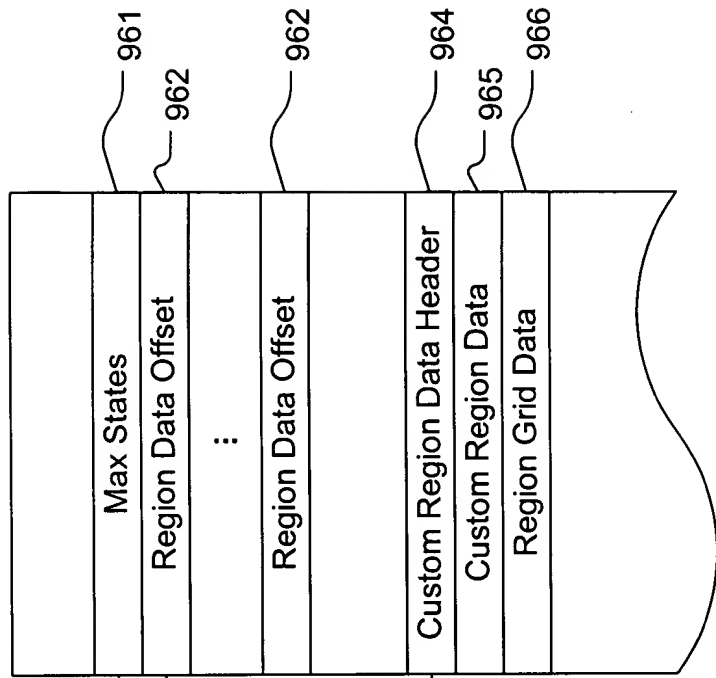
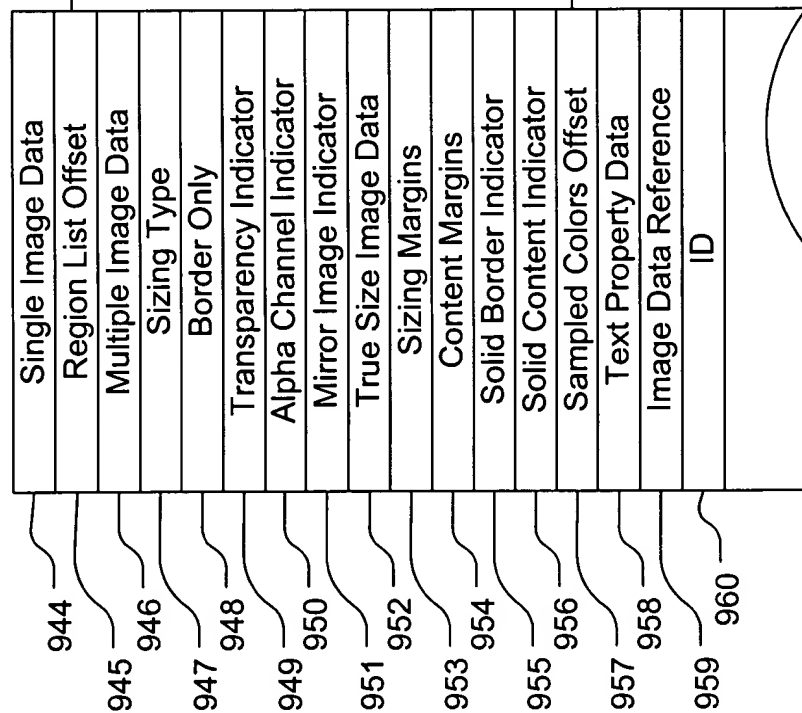


FIG. 9(b)

937 Custom Region Data Section

Custom Region Data Section



941 Drawing Object

938 Sampled Colors Section

FIG. 9(c)

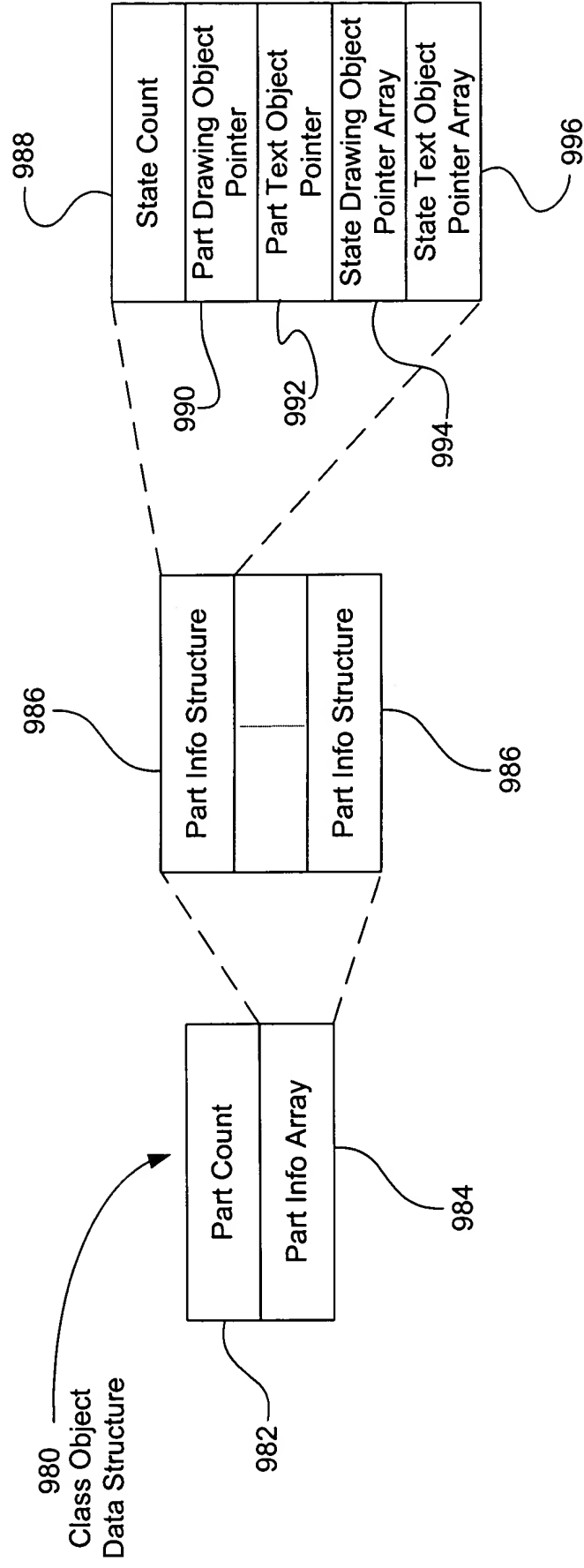
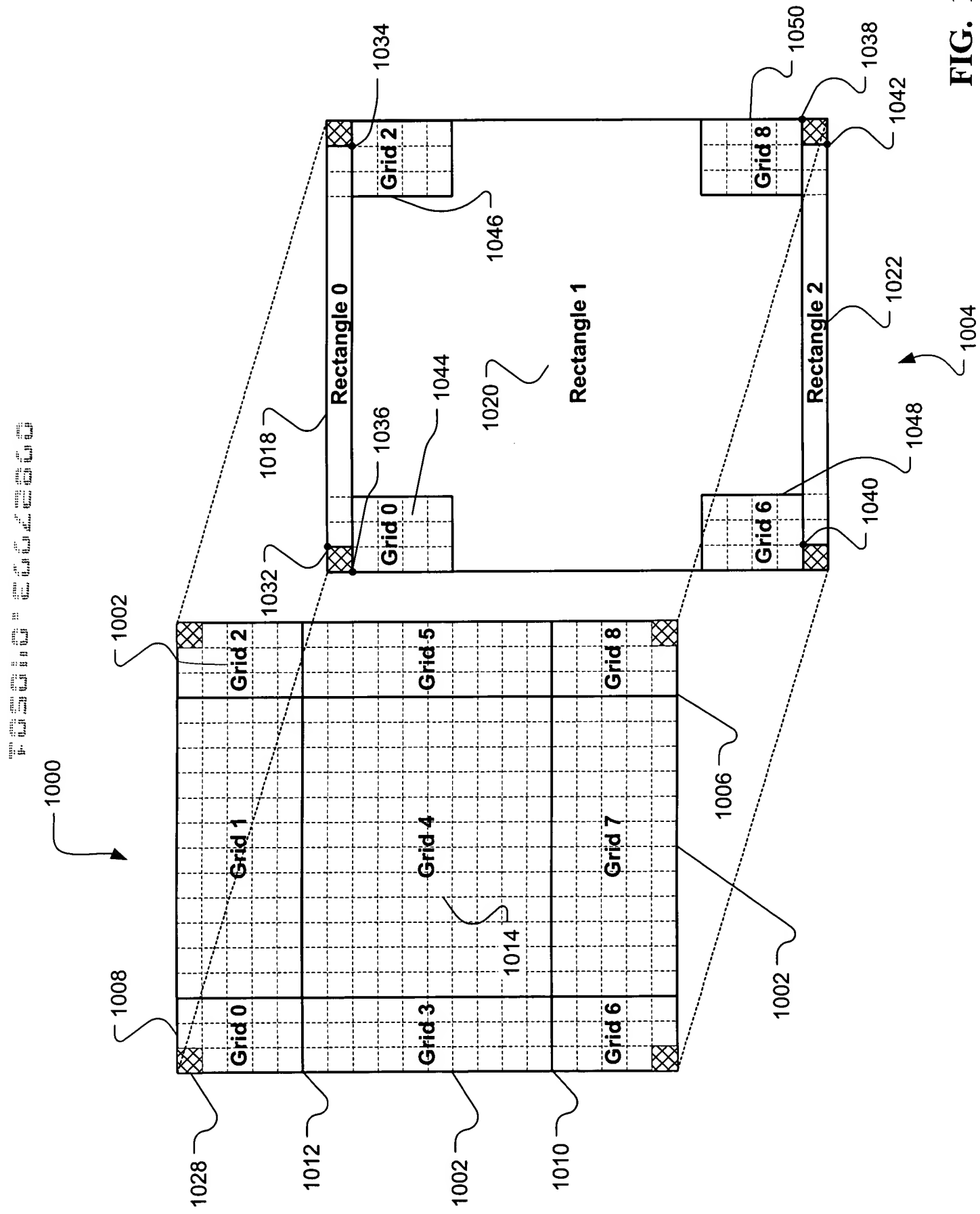


FIG. 9(d)



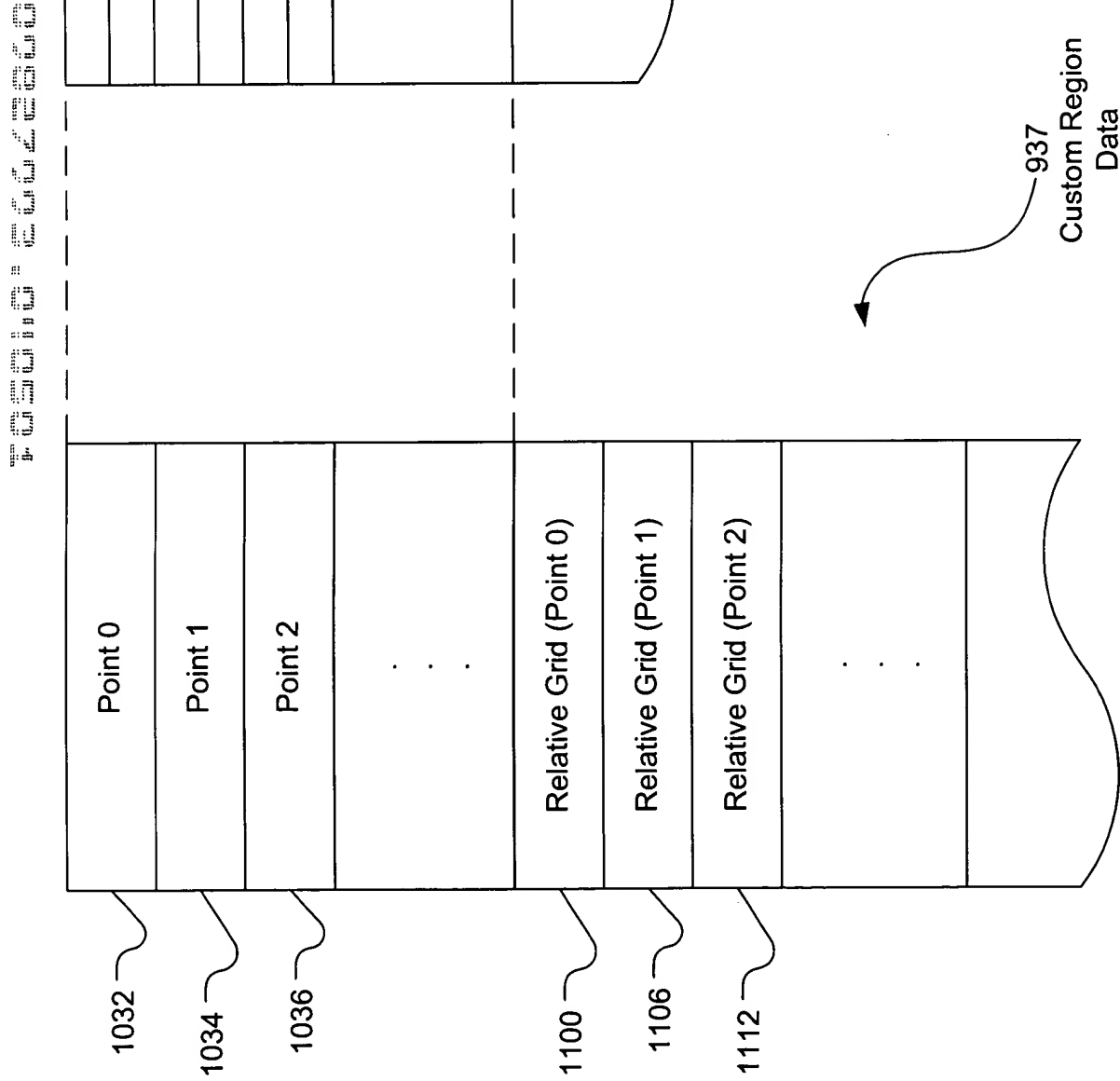


FIG. 11

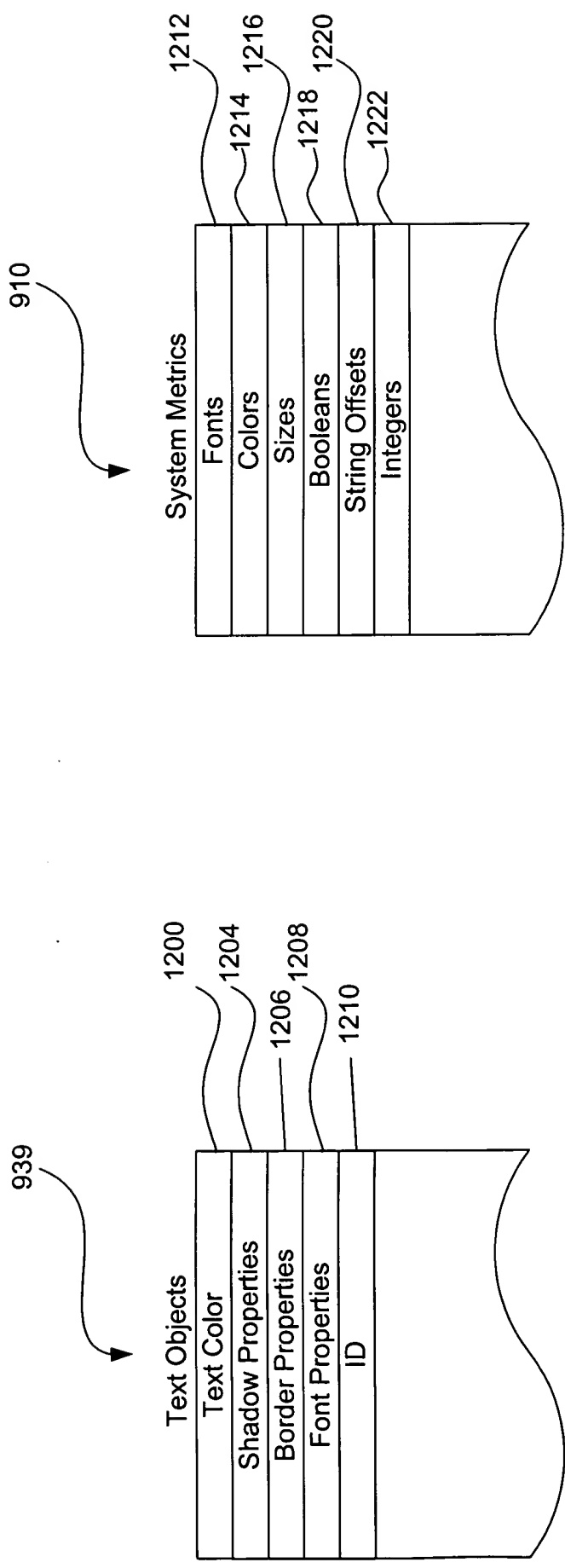


FIG. 12

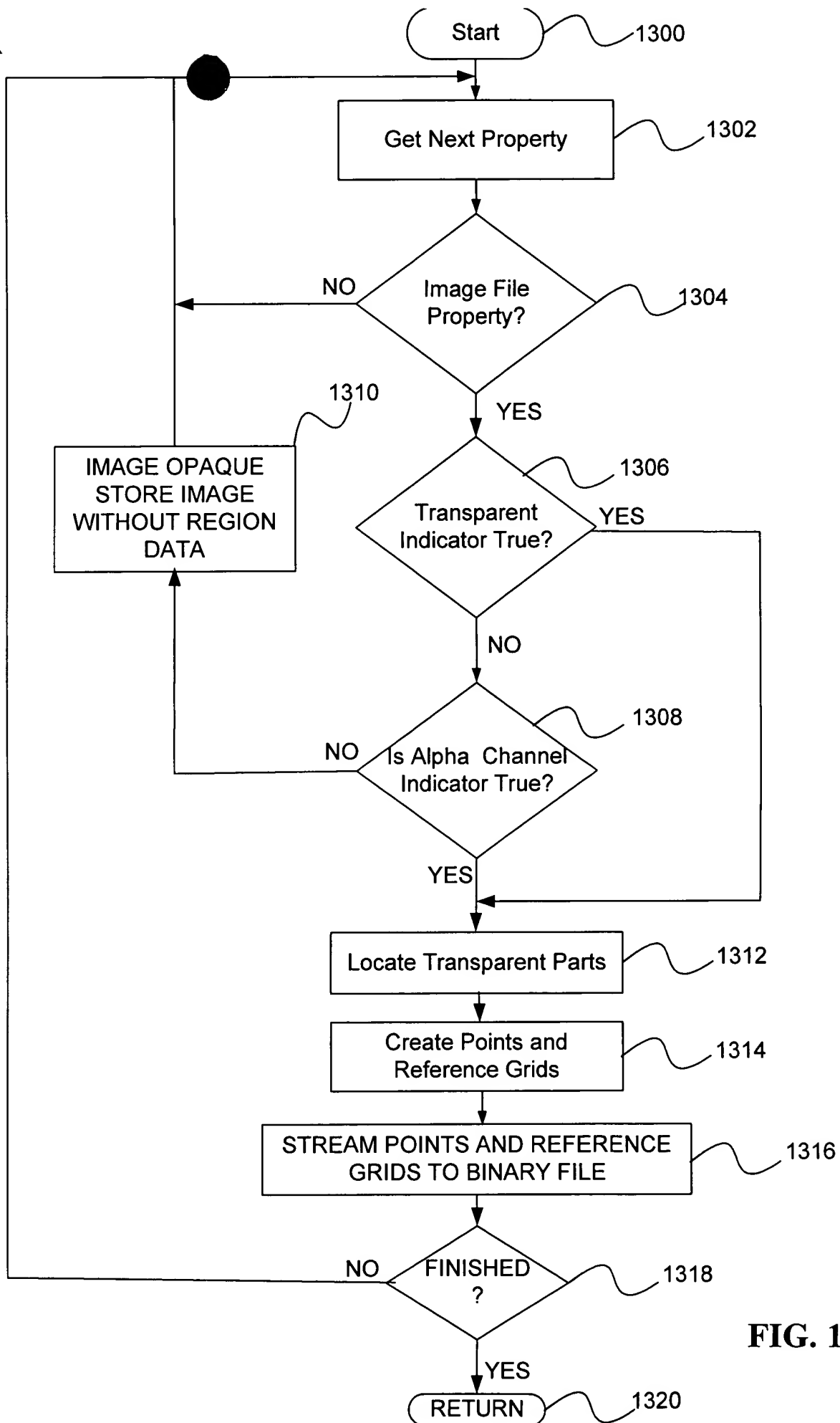


FIG. 13

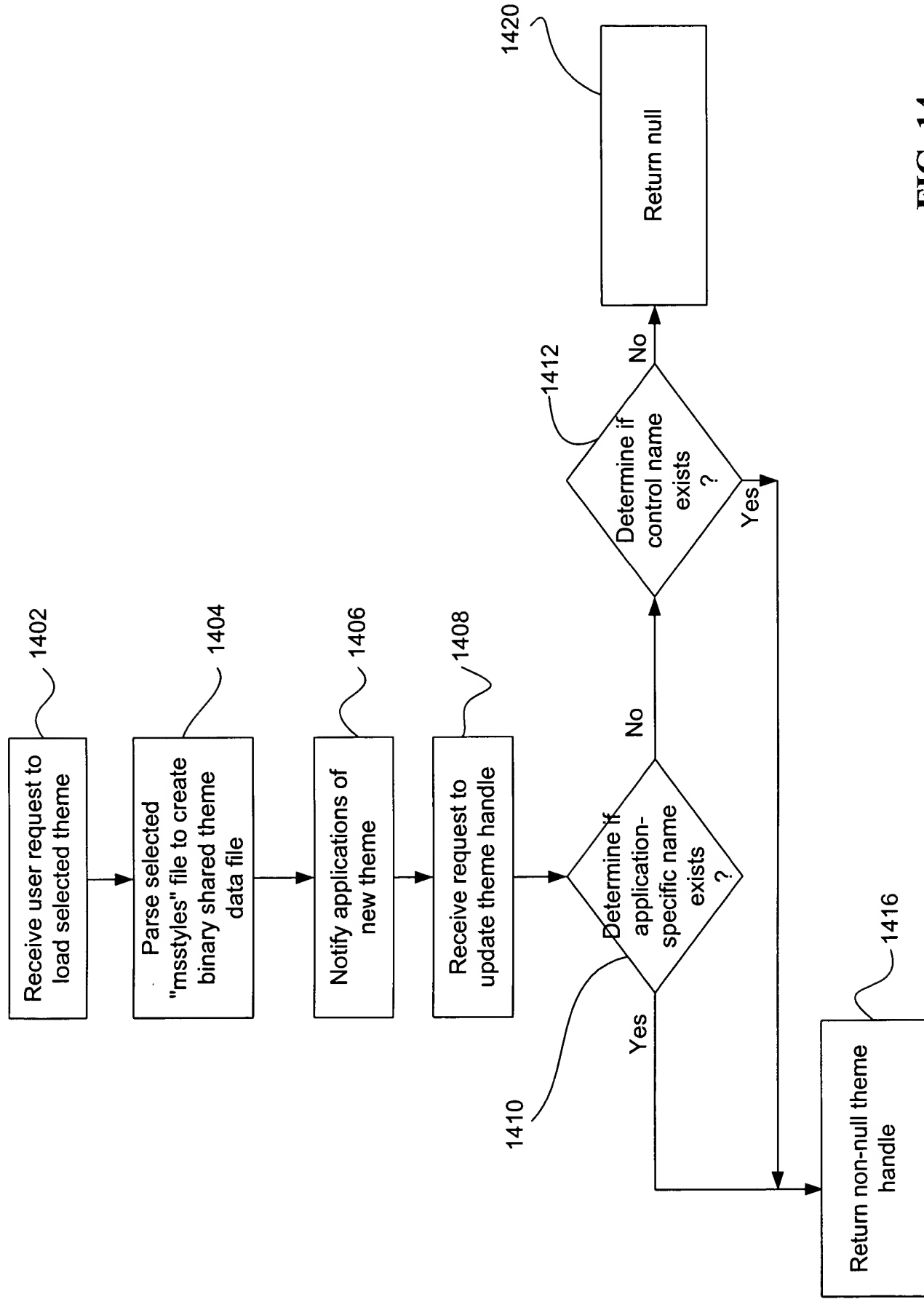


FIG. 14